

Rock Raiders Level Progression

- Level 1, progresses to level 2 or level 3.
 - Level 2, progresses to level 4 or level 5.
 - Level 3, progresses to level 5 or level 6.
 - Level 4, progresses to level 7.
 - Level 5, progresses to level 7 or level 8.
 - Level 6, progresses to level 8.
 - Level 7, progresses to level 9.
 - Level 8, progresses to level 9.
- Level 9, progresses to level 10 or level 11.
 - Level 10, progresses to level 12 or level 13.
 - Level 11, progresses to level 13 or level 14.
 - Level 12, progresses to level 15.
 - Level 13, progresses to level 15 or level 16.
 - Level 14, progresses to level 16.
 - Level 15, progresses to level 17.
 - Level 16, progresses to level 17.
- Level 17, progresses to level 18 or level 19.
 - Level 18, progresses to level 20 or level 21.
 - Level 19, progresses to level 21 or level 22.
 - Level 20, progresses to level 23.
 - Level 21, progresses to 23 or level 24.
 - Level 22, progresses to level 24.
 - Level 23, progresses to level 25.
 - Level 24, progresses to level 25.
- Level 25. END GAME!

LEVEL DESCRIPTIONS.

Level number # 1 – Driller Night!

The transporter onboard LMS Explorer has been slightly damaged and is not working properly. A team of Rock Raiders has been teleported in to the wrong cavern and will have to find their way back to the tool store. Drill through walls to find the tool store then start our mining operation by collecting five crystals.

Game Elements introduced include:

- Rock Raiders – basic level
- The Tool Store
- Drilling Walls
- Clearing rubble
- Collecting & Depositing Crystals / Ore

Level number # 2 – It's A Hold Up...

A new cavern has been found, so we can now build our base. Unfortunately earthquakes in this area have made the cavern walls dangerous. Prepare for the building of the base by reinforcing the cavern walls to prevent cave-ins then continue with the mining operation and collect five more crystals.

Game Elements introduced include:

- Rock Raiders – basic level
- Reinforcement
- Clearing rubble
- Collecting & Depositing Crystals / Ore

Level number # 3 – Rubble Trouble!

We have teleported our Tool Station into an unstable cavern! The cavern floor is covered with fallen rocks and boulders. Begin our mining operation by clearing the debris, then continue our drilling operation and find five more crystals.

Game Elements introduced include:

- Rock Raiders – basic level
- Clearing rubble
- Collecting & Depositing Crystals / Ore

NOTE: This level has not been created.

Level number # 4 – A Breath Of Fresh Air...

The air in the excavated caverns is being quickly used up. We must urgently construct a Support Station to supply more air. First build a mobile teleport pad and use it to teleport in some more Rock Raiders to assist in the building of the Support Station. Warning: Be careful not to teleport in too many Rock Raiders or your air supply will run out too quickly.

Game Elements introduced include:

- Building – (Power Station, level 1)
- Building – (Support Station, level 1)
- Pathway
- Time limiting factor

Level number # 5 – The Path To Power...

We are now ready to begin the construction of our base. The first thing we need is a power station. Build a section of path next to the tool store then add the power station. You will need to collect enough ore and crystals to complete this operation. Be careful Rock Raider, the walls of the cavern are unstable and may need reinforcing!

Game Elements introduced include:

- Pathway
- Building – (Power Station, level 1)
- **Reinforcement**

NOTE: Reinforcement map not yet created.

Level number # 6 – Explosive Action!

Another teleporter malfunction has left one of our vehicles stranded. To reach it you will need to blast your way through some hard rock. Send a Rock Raider to the Support Station to become an expert in mining explosives. Then use dynamite to blow up walls and find the missing vehicle. Once the vehicle has been found train a Rock Raider as a driver and return the vehicle to your base.

Game Elements introduced include:

- Building – (Power Station, level 1)
- Building – (Support Station, level 1)
- Training – (Explosives)
- Training – (Driver)

Level number # 7

A Rock Raider has become lost while exploring distant caverns at the end of the river. Build a small dock and a Rapid Rider then send a Rock Raider to the dock to train as a sailor. Use the Rapid Rider to explore the river and find the missing Rock Raider.

Game Elements introduced include:

- Building – (Dock)
- Training – (Sailor)

Level number # 8 – Breathless

An earthquake has caused several cave-ins. Our scanners detect that three of your Rock Raiders are trapped in caves. Quickly build up your base and prepare a search party to find and rescue the trapped men. Do this by building a Geological Center and training Rock Raiders as Geologists. You must work quickly to find the lost Rock Raiders before their air runs out and they are forced to teleport out. Remember the teleporter is not working properly and we can't be sure where they'll end up!

Game Elements include:

- Building – (Geological Centre, level 1)
- Training – (Geologist)
- Time limiting factor

Level number # 9 Frozen Frenzy (Boss Level 1)

The Rock Raiders you rescued have reported sightings of a large ferocious creature made of ice! We cannot endanger our mining activities and must defend our base against a possible attack. Protect the Rock Raiders HQ by using the electric fences and repair any damage by training some Rock Raiders as construction engineers. You will need to fend off any attacks and continue to collect crystals until we have enough to build the Granite Grinder. The Tunnel Transport is waiting in a near by cave to air lift us to a safer cavern, but our only way of reaching it is by drilling through hard rock with the Granite Grinder.

Game Elements include:

- Monsters
- Repair Station
- Training – (Construction Engineer)
- Large Teleport Pad
- Electric fences
- Granite Grinder

Level number # 10 Erode Works

We have begun our mining operation in some deeper underground caverns but our geologists report that molten magma is slowly eroding the perimeter of our base. They also report that the scanners have picked up signs of another unidentified life form. Try to prevent the magma from advancing by filling the edges with Ore. Above all, maintain the Power Station long enough for us to find another, more stable cavern. Proceed with caution!

Game Elements include:

Level number # 11 Water lot of fun

Another malfunction has messed up the scanner output co-ordinates for the next mission and the base has been positioned the wrong side of an underground lake! Build a dock and train a Rock Raider to sail the Rapid Rider to the other side. Once you have crossed safely begin a mining operation. When you have collected enough crystals another team will be transported to assist you in achieving a total of x crystals. One thing more, the scanners also detected another life form in some near by caverns – proceed with caution.

Game Elements include:

NOTE: The current map will need to be modified to accommodate new changes.

Level number # 12 Water Works

This level is not written (see note below) the concept for it is that there is a rich deposit of ore & crystal between the fork of an underground river. The fork is gradually being eaten away by the water and must be repaired as the Rock Raiders mine the crystals. I also want to include the large catamaran but currently it has no benefit over the small rapid rider.

Game Elements include:

NOTE: Can we have erosion of land by water as well as by lava?

Level number # 13 Rock Hard

The scanners have located a cavern rich with crystal seams and ore deposits. Unfortunately the cavern is too small for large drilling vehicles and hard rock is blocking our progress. Positioning our buildings will be critical as there is hardly any floor space! Once you have established the Rock Raider HQ, train someone in explosives and get the crystals.

Game Elements include:

NOTE: This is based entirely on “Freezy Does it...”

Level number # 14 Don't Panic!

Some of our Rock Raiders have become trapped by recent cave-ins and molten magma is threatening to engulf them! We can't risk teleporting them to safety from the cavern – another malfunction could place them in even greater danger... Guide them back to the safety of the Rock Raiders HQ.

Game Elements include:

Level number # 15 Ice Spy

Our mining operation has been going smoothly until now. The scanners have detected a number of small caves containing unknown creatures. We must avoid disturbing whatever lies within them or be faced with a catastrophe! Reports from other Rock Raiders suggest that the creatures will not wake unless disturbed by heavy drilling equipment. Locate the caves but avoid using heavy drilling equipment or dynamite. Once we have established all the hazardous caves we may proceed as normal.

Game Elements include:

NOTE: This is based on “Quietly Does It,” but will require some small modifications to the map and the nerps files.

Level number # 16

A team of Rock Raiders has been split up by a rock fall in a dangerous area of a distant cavern. The Scanners show that whole area is suffering tremors and is unstable. Help both teams to find their way back to the Rock Raiders HQ and ensure that the whole area is free from any more cave-ins!

NOTE: This is based on “Cross The Island,” and “Ice To Meet You,” but we will need to redesign the map.

Game Elements include:

Level number # 17 – Lava Laughter (Boss Level 2)

NOTE: This is the same description, but may require slight modifications to the map.